

Injury Fact Sheet—Construction



Interior Finish Carpenters—Fall Injuries

96 interior finish carpenters were seriously injured falling off ladders, steps and other elevated surfaces in the years 2000-2004.

These injuries were so serious, the workers had to take time off work to recover, or in some cases were permanently disabled. These serious injuries are costly and affect your industrial insurance premiums. They contribute to the reason for the base rate of \$1.64 per hour per employee paid by building repair contractors who employ carpenters in 2006. If your company had a higher than average number of injuries (claims), your “experience rating” could increase by as much as 25% in one year to \$2.05 per hour per employee for 2006.



Stated in another way, if you have 5 full-time carpenters and have an average rate of injuries (claims) you would pay about \$17,056 in premiums in 2006. If your experience rating increased by 25% because of higher than average injuries, you would pay about \$4,264 more or \$21,320 in premiums.

Causes of fall injuries

Carpenters were most often injured falling off ladders because the ladder moved, fell over or they slipped on the rungs.

Carpenters were also injured falling off stairs because there were no guardrails or railings.



No guard or handrails !



Don't stand on top rung !

Ways to prevent fall injuries

Ladder safety is an important part of interior carpentry work because of their frequent use. Here are some basic rules for use:

- ◆ Have both hands free when climbing the ladder
- ◆ Face the ladder when climbing or descending
- ◆ Do not use ladders for other than their intended purpose such as using a step ladder as a straight ladder
- ◆ Make sure the ladder is in good repair
- ◆ Place the ladder at the proper angle against a building
- ◆ Stay off the top rungs of step ladders
- ◆ Don't over-reach. Move the ladder as needed.

All open-sided floors or surfaces above 4 feet must have guard rails to prevent falls. Stairs with 4 or more risers need railings.